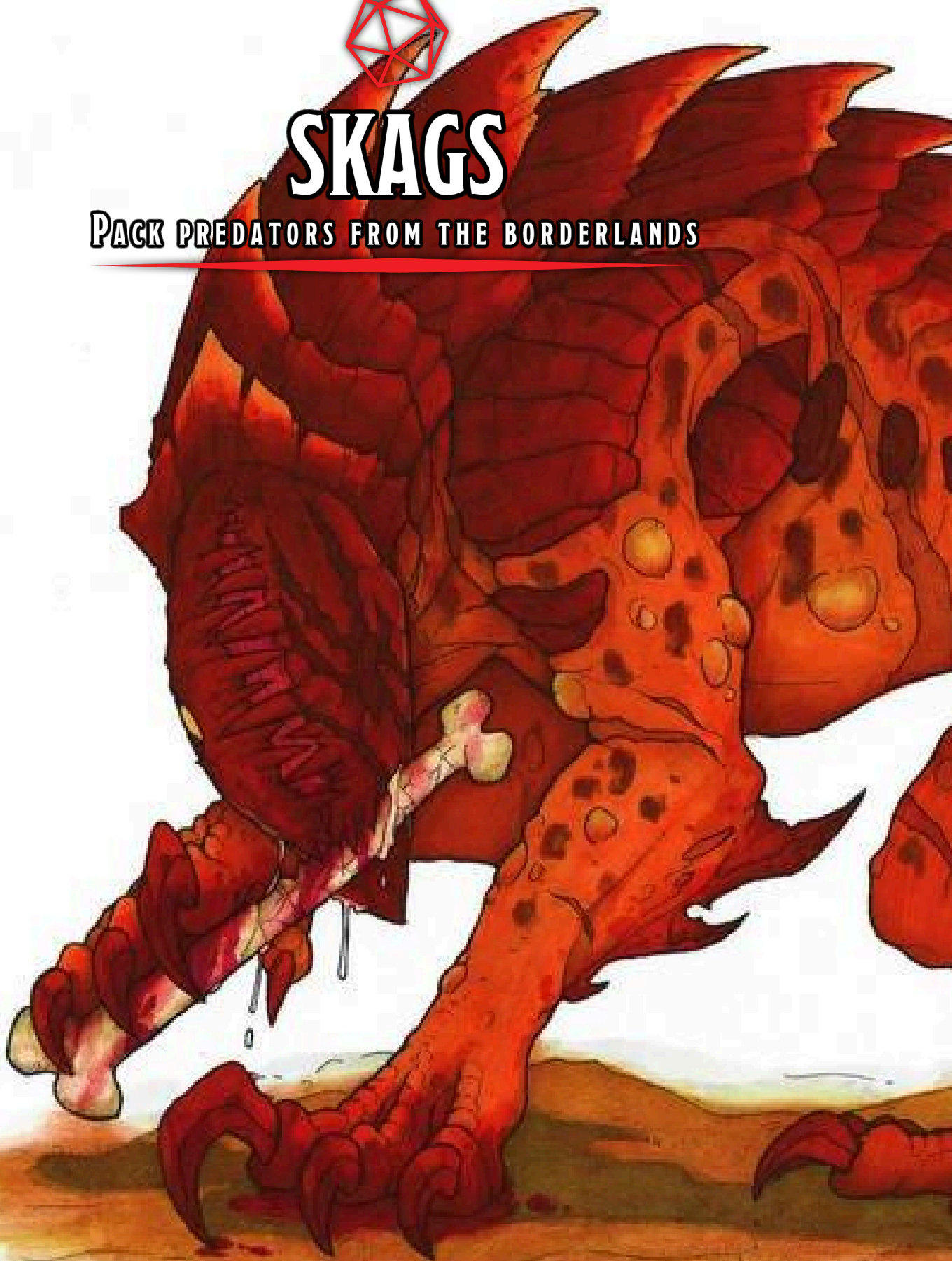




SKAGS

PACK PREDATORS FROM THE BORDERLANDS



SKAGS

Skags are predatory animals with armored hide, mutated by the radiation of the Borderlands to become one of the most dangerous pack hunters in the material plane and beyond. They can be tamed, and will often work with bandits for the promise of fresh meat

SKAG PUP

Small Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 13(3d6 + 3)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 1/4

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.

*Hit:*7 (2d4+2) Piercing damage

REACTIONS

Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll.

SKAG

Medium Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 32(5d8 + 10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 1

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.

*Hit:*10 (2d6+3) Piercing damage

REACTIONS

Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll.

SPITTER SKAG

Medium Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 32(5d8 + 10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 1

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.

*Hit:*8 (2d4+3) Piercing damage

Acid Spit *Ranged Weapon Attack:* +5 to hit, range 30ft., one target.

Hit: 10 (2d6+3) Acid Damage

REACTIONS

Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll.

BARFER SKAG

Medium Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 32(5d8 + 10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 1

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.

*Hit:*8 (2d4+3) Piercing damage

Acid Spew (Recharge 5-6) The skag exhales acid in a 10 foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll.

ALPHA SKAG

Medium Beast, Unaligned

Armor Class 15 (Natural Armor)

Hit Points 52(8d8 + 16)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 2

Charge If the Alpha Skag moves at least 10 ft. straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 9 (2d8) piercing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target.

*Hit:*11 (2d6+4) Piercing damage

Claws *Melee Weapon Attack:* +6 to hit, reach 5ft., one target.

*Hit:*14 (3d6+4) Slashing Damage

BONUS ACTION

Alpha Roar The Alpha Skag lets out a commanding roar, choosing an allied creature within 30 feet. That creature can immediately use it's reaction to make one attack.

CHUBBY SKAG

Medium Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 65(10d8 + 20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.

*Hit:*10 (2d6+3) Piercing damage

REACTIONS

Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll.

CHUBBY LOOT

When a chubby skag dies, its body dissolves revealing a random Rare Magical Item.

BADASS SKAG

Large Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 76(9d10 + 27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 5

ACTIONS

Multiattack The Badass Skag makes two Bite Attacks

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target.

*Hit:*19 (4d6+5) Piercing damage

REACTIONS

Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll.

BADASS ALPHA SKAG

Large Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 102(12d10 + 36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Saving Throws DEX +6 CON +6

Senses passive Perception 11

Challenge 7

Charge If the Badass Alpha Skag moves at least 10 ft. straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 22 (5d8) piercing damage.

ACTIONS

Multiattack The Badass Alpha Skag makes one Bite attack, and one Claw attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target.

*Hit:*22 (5d6+5) Piercing damage

Claws *Melee Weapon Attack:* +8 to hit, reach 5ft., one target.

*Hit:*26 (6d6+5) Slashing Damage

REACTIONS

Alpha Roar The Alpha Skag lets out a commanding roar, choosing two allied creatures within 30 feet. Both creatures can immediately use their reaction to make one attack.

BADASS FIRE SKAG

Large Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 85(10d10 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Damage Immunities Fire

Challenge 9

ACTIONS

Multiattack The Badass Fire Skag makes two Bite Attacks

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target.
*Hit:*19 (4d6+5) Piercing damage and 9 (2d8) Fire Damage

Fiery Lob. *Ranged Weapon attack:* +9 to hit, range 30ft., one target. *Hit:* 45 (10d8) Fire Damage.

REACTIONS

Fiery Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll. If the attack hits, it deals an additional 1d6 fire damage.

BADASS CORROSIVE SKAG

Large Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 85(10d10 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Damage Immunities Acid

Challenge 9

ACTIONS

Multiattack The Badass Corrosive Skag makes two Bite Attacks

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target.
*Hit:*19 (4d6+5) Piercing damage and 9 (2d8) Acid Damage

Caustic Lob. *Ranged Weapon attack:* +9 to hit, range 30ft., one target. *Hit:* 45 (10d8) Acid Damage.

REACTIONS

Caustic Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll. If the attack hits, it deals an additional 1d6 Acid damage.

BADASS SHOCK SKAG

Large Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 85(10d10 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Damage Immunities Lightning

Challenge 9

ACTIONS

Multiattack The Badass Shock Skag makes two Bite Attacks

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target.
*Hit:*19 (4d6+5) Piercing damage and 9 (2d8) Lightning Damage

Electric Lob. *Ranged Weapon attack:* +9 to hit, range 30ft., one target. *Hit:* 45 (10d8) Lightning Damage.

REACTIONS

Shock Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll. If the attack hits, it deals an additional 1d6 lightning damage.

BADASS COLD SKAG

Large Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 85(10d10 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Damage Immunities Cold

Challenge 9

ACTIONS

Multiattack The Badass Cold Skag makes two Bite Attacks

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target.
*Hit:*19 (4d6+5) Piercing damage and 9 (2d8) Cold Damage

Frosty Lob. *Ranged Weapon attack:* +9 to hit, range 30ft., one target. *Hit:* 45 (10d8) Cold Damage.

REACTIONS

Frosty Skag Tactics When an ally within 5ft. of the skag makes a melee attack, the skag can use its reaction to give the creature advantage on it's attack roll. If the attack hits, it deals an additional 1d6 cold damage.

SKAGZILLA

Large Beast, Unaligned

Armor Class 20 (Natural Armor)

Hit Points 157(15d10 + 75)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	3 (-4)	12 (+1)	6 (-2)

Saving Throws DEX+11, CON+10

Condition Immunities Charmed, Incapacitated

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 11

Challenge 14

ACTIONS

Multiattack Skagzilla makes three Crushing Bite attacks

Crushing Bite. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 33 (5d10 + 6) Bludgeoning Damage

Piercing Roar (Recharge 5-6) Skagzilla lets out a piercing roar and any hostile creature within 30 feet of Skagzilla must succeed on a DC 20 Wisdom Saving Throw, taking 6d12 Psychic Damage and being frightened until the end of Skagzilla's next turn on a failed saving throw. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Skagzilla's Piercing Roar for the next 24 hours.

LEGENDARY ACTIONS

Skagzilla can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Skagzilla regains spent legendary actions at the start of its turn.

Crushing Bite Skagzilla makes a Crushing Bite attack

Detect Skagzilla makes a Wisdom (Perception) check.

PUTRICANIS THE INVINCIBLE

Huge Beast, Unaligned

Armor Class 21 (Natural Armor)

Hit Points 312(25d12 + 150)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	22 (+6)	3 (-4)	16 (+3)	6 (-2)

Saving Throws DEX+14, CON+13, WIS+10

Condition Immunities Charmed, Frightened, Incapacitated

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Challenge 24 (2356 XP)

Legendary Resistance (3/Day) If Putricanis fails a saving throw, it can choose to succeed instead.

Invincible Roar When Putricanis is reduced to half its maximum hit points or fewer, it immediately interrupts the current turn to perform the following actions: If the damage would drop Putricanis to below half its maximum hit points, Putricanis drops to half its maximum hit points instead. All conditions end on it. It gains 150 temporary hitpoints, and its armor class increases to 24.

ACTIONS

Multiattack Putricanis uses its Radiation Spew and then makes two Claw attacks, and one Crushing Bite attack.

Radiation Spew (Recharge 5-6) Putricanis exhales radioactive waste in a 60-foot cone. Each creature in that cone must succeed on a DC 22 Constitution saving throw, taking 67 (15d8) necrotic damage on a failed save, or half as much damage on a successful one.

Crushing Bite. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit* 29 (4d10 + 7) Bludgeoning Damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit* 24 (5d6 + 7)

LEGENDARY ACTIONS

Putricanis can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Putricanis regains spent legendary actions at the start of its turn.

Crushing Bite Putricanis makes a Crushing Bite attack

Detect Putricanis makes a Wisdom (Perception) check.

PUTRICANIS THE INVINCIBLE

Putricanis the invincible is the peak of skag-kind, a huge beast capable of devouring other predators with one bite. Its thick hide is nearly impossible to penetrate, and the radioactive sludge it can spew is capable of melting the flesh off of even the strongest of adventurers.

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